What is claimed is:

1. A game apparatus comprising a connection unit, a storage unit, a reception unit, a generation unit, and a sending unit, wherein:

said connection unit can be communicably connected to a "controller which has a

5 lever that can be moved along a predetermined route, and which sends status information
specifying a current position of the lever and receives instruction information specifying a
repulsive force to be applied to the lever";

said storage unit pre-stores repulsive force information specifying a repulsive force to be applied to a lever, in association with a game status and a position of a lever;

said reception unit receives status information from said controller via said connection unit;

said generation unit acquires the repulsive force information pre-stored in association with a current game status and a position of a lever specified by the received status information, and generates instruction information specifying a repulsive force 15 specified by the acquired repulsive force information; and

said sending unit sends the instruction information generated by said generation unit to said controller via said connection unit.

- The game apparatus according to claim 1, wherein said generation unit designates as the instruction information, a value obtained by
 heightening or lowering the repulsive force specified by the acquired repulsive force information in a predetermined cycle or randomly.
 - 3. The game apparatus according to claim 1, further comprising a calculation unit and a display unit, wherein:

said storage unit further pre-stores driving force information specifying a driving 25 force, in association with a game status and a position of a lever;

said calculation unit calculates acceleration of an object moving in a virtual world, based on a driving force specified by the driving force information pre-stored in association with a current game status and the position of the lever specified by the received status information; and

said display unit moves the object in the virtual world at the calculated acceleration, and displays the object on a screen at a position reached by moving.

- 4. The game apparatus according to claim 3, wherein: said display unit displays on the screen, the virtual world as viewed from the position of the moved object.
- 5. The game apparatus according to claim 2, further comprising an audio unit, wherein:
- said storage unit further pre-stores audio information in association with a game status and a position of a lever; and

sad audio unit reproduces the audio information pre-stored in association with a current game status and the position of the lever specified by the received status information.

- 6. A game method comprising a receiving step, a generating step, and a sending step, and being intended for communications with a "controller which has a lever that can be moved along a predetermined route, and which sends status information specifying a current position of the lever and receives instruction information specifying a repulsive force to be applied to the lever", wherein:
- in said receiving step, status information is received from said controller; in said generating step, repulsive force information which is pre-stored in association with a current game status and a position of a lever specified by the received status information is acquired, and instruction information specifying a repulsive force specified by the acquired repulsive force information is generated; and
- in said sending step, the generated instruction information is sent to said controller.
 - 7. A program for controlling a computer having a connection unit communicably connected to a "controller which has a lever that can be moved along a

predetermined route, and which sends status information specifying a current position of the lever and receives instruction information specifying a repulsive force to be applied to the lever", to function as a storage unit, a reception unit, a generation unit and a sending unit, wherein said program controls, in said computer:

said storage unit to pre-store repulsive force information specifying a repulsive force to be applied to a lever, in association with a game status and a position of a lever; said reception unit to receive status information from said controller via said

said generation unit to acquire the repulsive force information pre-stored in

10 association with a current game status and a position of a lever specified by the received status information, and to generate instruction information specifying a repulsive force specified by the acquired repulsive force information; and

connection unit:

said sending unit to send the generated instruction information to said controller via said connection unit.

8. A computer-readable information recording medium storing a program for controlling a computer having a connection unit communicably connected to a "controller which has a lever that can be moved along a predetermined route, and which sends status information specifying a current position of the lever and receives instruction information specifying a repulsive force to be applied to the lever", to function as a storage unit, a 20 reception unit, a generation unit and a sending unit, wherein said program controls, in said computer:

said storage unit to pre-store repulsive force information specifying a repulsive force to be applied to a lever, in association with a game status and a position of a lever;

said reception unit to receive status information from said controller via said 25 connection unit;

said generation unit to acquire the repulsive force information pre-stored in association with a current game status and a position of a lever specified by the received

status information, and to generate instruction information specifying a repulsive force specified by the acquired repulsive force information; and

said sending unit to send the generated instruction information to said controller via said connection unit.